Try our affiliated browser extension - redirect to BreezeWiki automatically!

# The Kingdom of Temeria (TTRPG Northern Kingdoms Territory)

Search

Page theme default light dark

This open fan-fiction article was started by Adalwulf of Aedirn and Witcher190. Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgable enough and respect/do not delete what others wrote.

`Witcher TTRPG Homebrew Collection`

"Temeria was once the pearl of the North—a land of silver mines, massive white-walled cities, and the iron-willed King Foltest. Today, it is a kingdom in mourning and chains. Following the assassination of its King, the Nilfgaardian Black Infantry has flooded across the Yaruga, occupying the capital of Vizima. Yet, in the deep woods and the reedy swamps, the lilies still bloom in the form of a desperate, bloody resistance that refuses to let the kingdom die."

Contents

1. Temeria at a Glance
2. The Land & Climate
   2.1. Geography & Climate
   2.2. Natural Resources
   2.3. Endemic Fauna
   2.4. Rural Life
   2.5. Urban Centers
3. Society & Culture
   3.1. Daily Life & The Philosophers' Schedule
   3.2. Manners & Greetings
   3.3. Fashion & The Colors of Kreve

3.4. Non-Human Relations
4. Economy, Law & War
4.1. The Economy
4.2. Temerian Coinage
4.3. Crime & Punishment
4.4. Military & Guerrilla Warfare
5. Regional Bestiary & Plot Hooks
6. Notable Locations
7. Citizens & Factions of Interest
7.1. The Resistance & Nobility
7.2. Factions
8. GM Note


## Temeria at a Glance

| Region Details | |
|---|---|
| **Status:** | Fractured / Under Nilfgaardian Occupation |
| **Borders:** | Redania (North/Pontar River), Aedirn (East), Cidaris (West), Mahakam/Sodden (South) |
| **Capital:** | Vizima (Currently the Nilfgaardian Command Center) |
| **Ruler:** | None (Formerly King Foltest; currently under Nilfgaardian Military Governor) |
| **Language:** | Nordling Common, Onginnan (Dwarvish in Mahakam). |
| **Religion:** | The Cult of Melitele, The Eternal Fire (in Vizima), The Cult of Lebioda, and Kreve. |
| **Primary Exports:** | Silver (from the Mahakam foothills), timber, grain, linen, and mercenaries |

## The Land & Climate

### Geography & Climate

Temeria is a land of lush river valleys and dense, ancient forests. It features a temperate, humid climate with frequent rainfall and misty mornings. The landscape is dominated by the Pontar and Ismena rivers, as well as the sprawling, treacherous swamps surrounding the capital.

### Natural Resources

The kingdom is exceptionally wealthy in silver and iron, primarily sourced from the foothills of the Mahakam mountains. Its forests provide high-quality timber, and the fertile plains around Maribor and Vizima produce massive agricultural yields.

### Endemic Fauna

While Temeria shares much of its wildlife with neighboring Redania, it boasts unique species like the *False Wolf* (vulpis falsuscanis), a highly aggressive canine native to the deep wilderness.

### Rural Life

Rural Temerians are a hardy, stubborn people. Life in the villages is currently defined by the "Black Tax" of the Nilfgaardian occupiers and the constant threat of being caught in the crossfire between Imperial patrols and Temerian partisans.

### Urban Centers

Temerian cities are traditionally beautiful, featuring white stone walls, high towers, and bustling markets. Currently, cities like Vizima and Maribor are under strict martial law, with Nilfgaardian banners flying from the battlements and curfews enforced by the Black Infantry.

## Society & Culture

Demographics (Approx. 6 Million Total Population)

| Group | Percentage | Description |
| --- | --- | --- |

| | | |
|---|---|---|
| **Temerians** | 60% | The primary human demographic, largely unified in height and appearance. |
| **Non-Humans** | 25% | Predominantly Dwarves and Gnomes due to the vassal state of Mahakam. |
| **Other Nordlings** | 10% | Immigrants and refugees from neighboring Northern Kingdoms. |
| **Foreign / Mixed** | 5% | Concentrated in coastal cities. Includes Nilfgaardians, Ofiri, and unique mixed-heritage groups. |

Notable Minorities

- **The Tideners:** Individuals of highly mixed, multi-generational foreign origins. The name derives from the turbulent ocean tides mixing everything together.
- **Wazao wa Kaskazini (Children of the Cold):** Found primarily in Gors Velen; a distinct ethnic group resulting from the mixture of Zangvebarians and Nordlings.

## Daily Life & The Philosophers' Schedule

Temerians eat their meals unusually late, a cultural quirk dating back to King Goidemar’s philosophical debates. Breakfast is around 10:00, lunch at 14:00, and dinner late into the night between 22:00 and 23:00. The occupation has split society: those attempting to survive under Nilfgaardian rule, and those who have fled to the woods to join the resistance.

## Manners & Greetings

Temerians are famously "salt-of-the-earth," valuing physical bravery and loyalty above all else. A standard greeting is a respectful nod or a firm clasp of the hands. Due to dwarven influence, the depth of interest in getting to know someone is measured by offerings: a cup of water implies a simple question, while a full, hearty meal signals the beginning of a true friendship.

### Fashion & The Colors of Kreve

Clothing heavily features stripes structurally woven into the garments in shades of blue and white to honor the god Kreve. While the heraldic lily is often worn as a hidden symbol of defiance, black is avoided for funerals as it is associated with the wrath of storms and war. Instead, mourning attire is worn in varying shades of grey, with the specific tone indicating the depth of the wearer's grief.

### Non-Human Relations

Historically, Temeria was more tolerant of non-humans than its neighbors due to Mahakam. However, the rise of the Scoia'tael and the desperation of the occupation have fueled new racial tensions. While humans and non-humans both suffer under Nilfgaard, they often blame one another for the kingdom's fall.

## Economy, Law & War

### The Economy

The economy is currently in a state of hyper-inflation and collapse. The Nilfgaardians have seized the silver mines and redirected agricultural output to supply the southern front. Trade along the Pontar is heavily restricted, and the once-wealthy merchant guilds of Vizima are operating in the shadows.

### Temerian Coinage

Despite the collapse, the complex currency system remains a point of national pride.

- **The Groat (Platinum):** The highest denomination, used for massive international trade in port cities like Gors Velen.
- **The Noble (White Gold):** High-value domestic currency.
- **The Mariborian Crown (Electrum):** The most common currency for everyday, medium-sized transactions. 110 Crowns equals 1 Noble.
- **The Oren (Silver):** Used to complement Crown purchases. 6 Orens equals 1 Crown.
- **The Chipped Floren (Mahakam Alloy):** Heavily devalued dwarven copper currency designed to discourage emigration. 400 Chipped Florens equals 1 Oren.

### Crime & Punishment

A confusing, dual-legal system exists. The Nilfgaardian military courts handle "treason" and "insurrection" with summary executions. Local "collaborationist" magistrates handle mundane crimes like theft or murder, though their authority is secondary to the Imperial governors. Temeria's native justice system is archaic: the accused is often considered guilty until proven innocent.

### Military & Guerrilla Warfare

The formal Temerian army was decimated at the Battle of the Yaruga. What remains is a lethal guerrilla force. The Blue Stripes, led by Vernon Roche, utilize hit-and-run tactics, sabotage, and assassinations to bleed the Nilfgaardian occupation dry.

## Regional Bestiary & Plot Hooks

Temeria’s swamps and war-torn fields are a haven for monsters that feed on the dead and the desperate.

- **Swamp Terrors:** The outskirts of Vizima are infested with Drowners, Bloedzuigers, and Foglets. These creatures have grown bold, attacking Nilfgaardian supply wagons bogged down in the mud.
- **Necrophages:** The battlefields of the Southern Front have attracted massive numbers of **Ghouls**, **Alghouls**, and **Graveirs**.
- **Endemic & Illusory Threats:** The deep woods are home to *Aguaras* (antherions that appear as foxes but weave incredibly realistic, ethereal illusions) and *Griggs* (imps divided into territorial Bridge and Underground factions).
- **The Cursed Legacy:** Temeria has a long history with curses. Botchlings are unfortunately common in war-torn villages where proper burials have become a luxury.

**Campaign Hooks:**

- **The Blue Stripes' Gambit:** The players are contacted by a resistance cell in the Maribor woods. They are hired to infiltrate a Nilfgaardian outpost to retrieve a list of Temerian nobles who have turned informant for the

Emperor.

- **The Tidener's Secret:** A wealthy Tidener merchant in Gors Velen hires the party to smuggle a chest of highly illegal Platinum Groats out of the city. The chest is actually a decoy; the real cargo is a defecting Nilfgaardian intelligence officer hiding in a barrel of salted fish.
- **The Lady of the Lake's Sorrow:** A rural village near Lake Vizima reports that the water has turned black and the local Drowners have become coordinated. The players must investigate whether a Water Hag has been corrupted by the blood of fallen soldiers or if something more ancient is stirring.
- **The Smuggler's Pass:** With the main roads blocked by Nilfgaardian checkpoints, a merchant hires the players to guide a wagon of "medical supplies" (actually weapons for the resistance) through the outskirts of **Brokilon Forest**. They must survive the swamp monsters and avoid the lethal arrows of the Dryads.

## Notable Locations

- **Vizima:** The capital city, located on the shores of Lake Vizima. It is currently the administrative headquarters for the Nilfgaardian occupation in the North.
- **Maribor:** The second-largest city in Temeria, famous for its massive fortifications and its historical role as a center of trade.
- **Gors Velen:** A bustling port city and home to the famous **Aretuza** academy for mages on the Isle of Thanedd.
- **Mahakam:** The towering mountain enclave of the dwarves and gnomes. A vital vassal state that produces the finest steel and banking in the North.
- **Brokilon Forest:** The ancient, sovereign forest of the Dryads. It forms a lethal, impassable border where humans—be they Temerian or Nilfgaardian—are rarely welcome. It stretches from Temeria to Verden.

## Citizens & Factions of Interest

### The Resistance & Nobility

- **Vernon Roche:** The commander of the Blue Stripes and Foltest's former right hand. He is the heart of the Temerian resistance, operating from

hidden camps in the wilderness.
- **John Natalis:** The Constable of Temeria and a legendary military commander who led the Northern forces at the Battle of Brenna. He remains a symbol of Temerian defiance.
- **Princess Adda:** The daughter of King Foltest, formerly a Striga. Her political status is a major point of contention in the occupied realm.

### Factions

- **The Blue Stripes:** An elite Temerian special forces unit turned guerrilla insurgents. They are experts in ambush, sabotage, and brutal interrogation.
- **The Nilfgaardian Central Army Group:** The massive military force occupying the kingdom, characterized by their black armor and "Sun" heraldry.
- **The Temple of Melitele (Ellander):** While technically in the duchy of Ellander, this temple remains a spiritual sanctuary for many Temerians, led by the wise Archpriestess Nenneke.

## GM Note

*In 1272 AR, Temeria is a "grimdark" setting at its peak. The feeling should be one of claustrophobia and paranoia. Every NPC the players meet is likely either a spy, a collaborator, or a desperate patriot. Use the rain and the mud of the Temerian landscape to emphasize the misery of the occupation. Let the players feel the economic crush by having merchants refuse foreign coin, demanding payment only in Mariborian Crowns or Orens.*

---

breezewiki

BreezeWiki source code

Documentation and more information

Chat / Bug reports / Feature requests

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-rpg.fandom.com/wiki/The_Kingdom_of_Temeria_(TTRPG_Northern_Kingdoms_Territory). Text content is available under the CC-BY-SA license, see license info. Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc. BreezeWiki is not affiliated with Fandom.